

THE TOTEMIST



~Summon Totems of Power!~

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Trumper



TOTEMIST

A warrior covered in feathers and reeds begins to chant. Pounding on a drum, the eyes of his enemies open wide with fear. Slowly, skeletal hands rise from the ground. Covered in the same feathered headdresses, ghouls with gnashing teeth and clubs made of bone claw their way out of the dirt. The warrior gives a primal scream as he and his summoned monsters charge their foes.

A soldier sits quietly around a campfire, near a large, wooden statue. Suddenly, the sound of an incoming magic spell pricks her ears. She shouts for everyone to scatter, and her battalion ducks for cover. The spell streaks toward the camp, but at the last moment changes direction and is drawn toward the statue. The soldier crouches, signalling her fellows to slip quietly into the underbrush.

A medicine man sits calmly as a group of invaders harass his village. He is peaceful, unaffected. The invaders approach him and shake him, demanding tribute to their greatness. The medicine man stands calmly, as a huge wooden statue begins to move. Before the invaders can understand what has happened, the statue has begun to pummel them. The invaders try to fight back, but their weapons seem to have no effect against the golem. They flee the village, leaving the medicine man to begin healing the others.

A totemist is someone who is dedicated to a craft. Totemists spend their lives seeking knowledge, searching to possess the skill and experience of those which came before them. The totemist can summon magical statues called idols which can harm enemies and help allies, and use these idols not only for fighting and healing, but as a connection to those totemists who have moved on to the spirit realm.

WAR AND PEACE

A totemist's most defining feature is their ability to summon idols, wooden statues which can be used to help friends and hinder foes. These idols come in a huge variety of shapes and forms. These forms can be traced to different regions, with idols typically resembling gods and folkloric beings of a creature's culture. A totemist's idols typically resemble the idols of their teacher.

LIFE BLOOD

A totemist is often seen as an authority, as a person most likely to know about mana, the mystical energy that infuses all living things and spiritual places. The community of a totemist often looks to them for guidance in making important decisions, especially those which might upset the gods and spirits.

CREATING A TOTEMIST

As you make your totemist character, think about where you learned the art of the idols. Did you learn from another totemist, or did you find the abilities on your own? Did you discover the flow of mana through the universe through intense meditation, discover tomes and scrolls describing its importance and power, or apprentice under another totemist?

Also think about your idols. How did you learn to summon them? What form do they take? Do they look like your teacher's idols, or your teacher themselves? Are your idols elaborate and ornate, with colorful flourishes, or are they drab, and plain, only vaguely resembling the form on which it is based?

QUICK BUILD

You can make a totemist quickly by following these suggestions. First, make Charisma your highest ability score, followed by Constitution. Second, choose the outlander background. Third, choose the storm and trickster idols.

THE TOTEMIST

Level	Proficiency Bonus	Features	Idols Known	
1st	+2	Mana, Spirit Idols	2	2
2nd	+2	Chant (1st), Naturopathy	3	2
3rd	+2	Mojo, Soul's Calling	4	3
4th	+2	Ability Score Improvement	5	3
5th	+3	Idol improvement	6	4
6th	+3	Soul's Calling feature	7	4
7th	+3	Empathic Soul	8	5
8th	+3	Ability Score Improvement	9	5
9th	+4	Chant (2nd)	10	6
10th	+4	Soul's Calling feature	10	6
11th	+4	Idol improvement	11	7
12th	+4	Ability Score Improvement	11	7
13th	+5	Mojo improvement	12	8
14th	+5	Soul's Calling feature	12	8
15th	+5	Chant (3rd)	13	9
16th	+5	Ability Score Improvement	13	9
17th	+6	Idol improvement	14	10
18th	+6	Infusion	14	10
19th	+6	Ability Score Improvement	15	11
20th	+6	Supreme Craft	15	11

CLASS FEATURES

As a totemist, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per totemist level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per totemist level after 1st

PROFICIENCIES

Armor: Light armor, shields

Weapons: Clubs, daggers, handaxes, light hammers, maces, quarterstaves, sickles, spears, shortbows, slings

Tools: Herbalism kit, woodcarver's tools

Saving Throws: Constitution, Charisma

Skills: Choose two from Athletics, Deception, History, Insight, Intimidation, Nature, Performance, Religion, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a club and a handaxe or (b) a light hammer and a sickle
- (a) an explorer's pack or (b) a priest's pack
- Leather armor, a spear, and two daggers
- An herbalism kit and set of woodcarver's tools

Alternately, you can purchase your own starting equipment. At 1st level, a totemist begins with 2d4 x 10 gp.

MANA

At 1st level you gain access to mana, the life-blood of all creation. Whenever you take a short or long rest, you can spend at least 30 minutes of the rest meditating on the secrets of the universe. If you do so, you gain mana. You either have mana or you don't—you can't stockpile additional mana for later use.

While you have mana, you add half your proficiency bonus (rounded down) to all Intelligence, Wisdom, and Charisma ability checks you make that don't already include your proficiency bonus.

Additionally, you can expend mana when you make an ability check. If the ability is one in which you have proficiency, you add double your proficiency bonus to the check. If the ability is one in which you are not proficient, you add your proficiency bonus to that ability check. You must meditate during a rest to regain mana.

SPIRIT IDOLS

At 1st level, you gain two idols that you can summon for aid. Your idol options are detailed at the end of the class description. When you gain certain totemist levels, you gain additional idols known of your choice, as shown in the Idols Known column of the Totemist table.

Additionally, when you gain a level in this class, you can choose one of the idols you know and replace it with another idol that you could learn at that level.

SUMMONING AN IDOL

The Totemist table shows how many idols you have to summon. When you summon an idol as an action, it appears in an unoccupied space of your choice within 30 feet of you. You regain all expended idols when you finish a long rest.

An idol is an object that can be damaged and thus destroyed. It has an AC equal to 12 + your proficiency bonus, and a number of hit points equal to four times your totemist level. Standing at around 5 feet tall, an idol is Medium size. Once summoned, an idol lasts until it is destroyed or for 1 minute, at which point it disappears.

IDOL EFFECTS

Each idol is unique, channeling powerful magic from the spirit world, granting it magical abilities. You cannot summon more than one of any idol at a time. If two of the same idol overlap, they work as spells that overlap: only applying the most potent effect to creatures in the area of both.

Idols create an aura of power in a fixed range around itself, which affects creatures differently depending on its type. At 1st level, this range is a 30-foot-radius sphere. This radius increases by 10 feet when you reach 5th level (40 feet), 11th level (50 feet), and 17th level (60 feet). The distance at which you can summon an idol increases to match the radius of its aura as you gain levels.

MAGIC ABILITY

Charisma is the ability you use for the effects of your idols or any spells you cast, so you use your Charisma whenever an effect refers to your magical ability. In addition, you use your Charisma modifier when setting the saving throw DC for these effects, and when making an attack roll with one.

Magic save DC = 8 + your proficiency bonus + your Charisma modifier

Magic attack modifier = your proficiency bonus + your Charisma modifier



CHANT

You gain the ability to perform rituals that bring about powerful magical effects. At 2nd level, you learn one 1st-level spell from the totemist spell list which has the ritual tag. You can cast this spell only as a ritual.

As you gain levels, you learn additional rituals you can perform. At 9th level, you learn a spell of 2nd level or lower with the ritual tag, and at 15th level, you learn a spell of 3rd level or lower with the ritual tag.

NATUROPATHY

At 2nd level, you can create special herbal remedies that have healing power comparable to some potions. You can spend time during a short or long rest to create a number of poultices equal to your Charisma modifier (minimum 1). You must spend at least 30 minutes of the rest gathering herbs and preparing herbal remedies. You can carry a number of poultices at one time equal to your Charisma modifier (minimum 1). After 24 hours, any poultices that have not been used lose their potency.

If a creature spends 1 minute applying one of your poultices to a wounded creature, thereby expending its use, that creature regains 1d6 hit points. If you apply the poultice, the creature regains an additional 1d6 hit points for every five totemist levels you have.

This feature can be used in most environments, but your DM may decide that there are few herbs to be found around you and require a Wisdom (Survival) check to find the necessary flora, or even that the necessary ingredients are impossible to find in the current environment.

SOUL'S CALLING

Beginning at 3rd level, you begin to learn of your purpose in life, the pursuit of which will lead you to true enlightenment. Choose the Call of the Animator, Protector, or Seer. Your calling grants you features at 2nd level and again at 6th, 10th, and 14th level.

Mojo

Starting at 3rd level, you gain the ability to place an evil curse on your enemies. You learn the *hex* spell. You can cast this spell as a 1st-level spell once, and regain the ability to do so when you finish a short or long rest.

When you reach 13th level, you can cast *hex* as a 3rd-level spell.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EMPATHIC SOUL

Beginning at 7th level, you are more attuned to the natural world. Normal beasts will not attack you or allies within 60 feet of you unless they are provoked or commanded to do so.

INFUSION

Starting at 18th level, your connection to the spirit world has grown so powerful that you can channel the spirits through your own body. As an action, you can infuse yourself with the power of an idol that you know. This uses one of your idols, although no idol is summoned. You can only infuse one idol into yourself at a time. This idol lasts for 1 minute or until you are reduced to 0 hit points, at which point it leaves you.

SUPREME CRAFT

At 20th level, when you roll for initiative and have no idols remaining, you regain 1 idol.

SOUL'S CALLING

Witch doctors feel a tug on their life by the spirits. Following these intuitions and surrendering oneself to the will of the spirits unites all totemists, despite cultural boundaries and divergent callings.

CALL OF THE ANIMATOR

A totemist which feels the call of the Animator is one which dedicates their time to the crafting of idols. As an Animator, you gain the ability to bring your idols to life.

SUMMON AKUA

At 3rd level when this calling chooses you, you can infuse your idols with additional power. When you summon an idol, you can choose to animate it. This type of idol is called an akua. An akua counts as a construct under your control, and can act on its own to fight and protect you and your friends. An akua gains a speed of 25 feet, and retains its idol ability.

An akua obeys your commands as best as it can. It takes its turn on your initiative, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, the akua will act on its own. An akua can only take the Attack or Help actions on its turn.

An akua animated by you gains your ability scores, as well as your saving throw proficiencies. An akua is not proficient in any ability checks. If an akua makes an attack, it adds your Strength to its attack and damage rolls, as well as your proficiency bonus to its attack rolls. An akua deals an amount of damage as shown in the Akua Damage table.

This feature can only be used on a single idol at a time. If an akua you have summoned is destroyed or disappears, you can use your reaction to turn another idol you have already summoned into an akua.

AKUA DAMAGE

Totemist Level	Damage
3rd - 4th	1d4
5th - 10th	1d6
11th - 16th	1d8
17th - 20th	1d10

ALIGNMENT

Beginning at 6th level, whenever you have mana and take the Attack action on your turn and your akua can see you, the akua can use its reaction to make a melee attack.

Additionally, you can expend mana when you summon an akua to grant it resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons until it is destroyed or disappears.

SPIRIT GROWTH

Starting at 10th level, you can summon akua at different sizes. The size at which you summon an akua gives it additional properties:

Small. A Small akua gains the ability to sneak up on enemies. Once per turn, when the akua attacks an enemy, it can deal an extra 2d6 damage to one creature it hits with the attack if it has advantage on the attack roll. Your akua doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and your akua doesn't have disadvantage on the attack roll.

Medium. A Medium akua begins to act more like a warrior. A Medium akua's movement speed increases to 40 feet, and it gains proficiency in all Strength and Dexterity ability checks and saving throws.

Large. A Large akua grows more powerful and strong. A Large akua gains a number of hit points equal to your totemist level. Additionally, when a creature leaves the reach of a Large akua, the akua can use its reaction to make a grapple attempt against the target. If the grapple is successful, the target is prevented from moving. Until this grapple ends, the target is restrained.

FETISH

Beginning at 14th level, you have the ability to shrink your idols to be portable. When you summon an idol, you can choose to shrink the idol to the size of a pendant or brooch. This type of idol is called a fetish. A fetish cannot be turned into an akua.

A fetish lasts for 1 hour, or until it is dismissed. Once you use this feature, you can't use it again until you finish a long rest.

CALL OF THE PROTECTOR

A totemist which answers the call of the Protector is one which pursues the art of war. Protectors are strong warriors, and are often chosen for positions of leadership and chiefdom.

FIGHTING STYLE

At 3rd level when this calling chooses you, you adopt a particular style of fighting as your speciality. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense. While you are wearing armor, you gain a +1 bonus to AC.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

TRIBAL TACTICS

Starting at 6th level, whenever you have mana, you can attack twice instead of once when you take the Attack action on your turn.

Additionally, you can use your reaction to expend mana when you would take damage to gain resistance to that type of damage for 1 minute.

WARRIOR BRETHREN

Beginning at 10th level, as a bonus action on your turn, you can make a single weapon attack with advantage against a creature that is within 5 feet of both you and one of your summoned idols.

AMBUSCADE

Starting at 14th level, you gain the ability to strike an opponent when they least expect it. Whenever you make a successful weapon attack against an enemy that is surprised, you can choose to treat the attack as a critical hit. Once you use this feature, you must complete a short or long rest before you can use it again.

CALL OF THE SEER

A totemist which answers the call of the Seer is one which pursues the magic of the spirit realm. Seers learn incredible spells, making them common healers and respected diviners.

SPIRIT MAGIC

At 3rd level when this calling chooses you, you learn how to truly call upon the forces of the spirits to cast magic spells.

Cantrips. You learn two cantrips of your choice from the seer spell list. You learn an additional seer cantrip of your choice at 10th level.

Spell Slots. The Seer Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *command* and have a 1st-level and a 2nd-level spell slot available, you can cast *command* using either slot.

Spells Known of 1st Level and Higher. You know three 1st-level spells of your choice from the seer spell list.

The Spells Known column of the Seer Spellcasting table shows when you learn more seer spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the seer spells you know with another spell of your choice from the seer spell list. The new spell must be of a level for which you have spell slots.

Ritual Casting. You can cast a seer spell as a ritual if that spell has the ritual tag.

Spellcasting Focus. You can use a druidic focus as a spellcasting focus for your seer spells.

ANCESTOR'S STRENGTH

Beginning at 6th level, when you have mana and roll a 1 on a damage die for a spell you cast that deals damage, you can reroll the die and must use the new roll, even if the new roll is a 1.

Additionally, you can expend mana whenever you cast a spell. If you do so and the spell requires a spell attack roll, you gain advantage on the attack roll. If the spell requires targets to make a saving throw, all creatures targeted by the spell have disadvantage on the first saving throw they make against the spell.

MAGIC CONVERSION

Starting at 10th level, you gain a measure of flexibility in your magic. You can take a bonus action and expend two idols to gain one 1st-level spell slot. Alternately, you can take a bonus action to expend two 1st-level or higher spell slots to gain one idol.

SHARE SPELLS

Beginning at 14th level, when you cast a spell targeting yourself, you can also affect one of your idols with the spell if it is within 30 feet of you and the spell can target objects.

SEER SPELLCASTING

Totemist Level	Cantrips Known	Spells Known	—SPELL SLOTS PER SPELL LEVEL—			
			1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

TOTEMIST SPELL LIST

CANTRIPS (0 LEVEL)

Chill Touch
Create Bonfire †
Druidcraft
Friends
Guidance
Magic Stone †
Mending
Message
Minor Illusion
Poison Spray
Produce Flame
Resistance
Shillelagh
Spare the Dying
Thunderclap †
Vicious Mockery

1ST LEVEL

Alarm †
Animal Friendship
Beast Bond †
Charm Person
Command
Comprehend Languages †

Detect Magic †
Detect Poison and Disease †
Entangle
Faerie Fire
False Life
Find Familiar †
Fog Cloud
Goodberry
Inflict Wounds
Jump
Longstrider
Purify Food and Drink †
Ray of Sickness
Speak with Animals †

2ND LEVEL

Animal Messenger †
Augury †
Beast Sense †
Blindness/Deafness
Calm Emotions
Continual Flame
Darkness
Enhance Ability
Gentle Repose †
Gust of Wind

Hold Person
Lesser Restoration
Locate Animals or Plants †
Locate Object
Moonbeam
Pass without Trace
Protection from Poison
Ray of Enfeeblement
Skywrite † †
Spike Growth

3RD LEVEL

Animate Dead
Aura of Vitality
Bestow Curse
Clairvoyance
Conjure Animals
Daylight
Fear
Feign Death †
Leomund's Tiny Hut †
Meld into Stone †
Plant Growth
Protection from Energy
Remove Curse
Sleet Storm

Speak with Dead
Speak with Plants
Water Breathing †
Water Walk †
Vampiric Touch

4TH LEVEL

Aura of Purity
Blight
Compulsion
Confusion
Conjure Woodland Beings
Death Ward
Divination †
Dominate Beast
Fire Shield
Freedom of Movement
Giant Insect
Grasping Vine
Ice Storm
Locate Creature
Stone Shape
Stoneskin
Storm Sphere

† This spell appears in the [Elemental Evil Player's Companion](#).

† This spell has the ritual tag.

Idols

If an idol has prerequisites, you must meet them to learn it. You can learn the idol at the same time that you meet its prerequisites. Idols are presented in order of the prerequisite level required, and then alphabetically.

No Prerequisites

Dawn

When your turn begins, you and creatures of your choice in the area of the dawn idol gain 2 temporary points as the light of the sun sweeps through you. A dawn idol emits bright light in an area equal to its radius, and dim light in an area equal to twice that radius.

Father

When your turn begins, you and creatures of your choice in the area of the father idol can make a saving throw against an effect which is causing them to be charmed or frightened.

Fertility

As a bonus action, you can attempt to entice creatures of your choice in the area of the fertility idol. Targets must succeed on a Wisdom saving throw or be charmed by the idol until the beginning of your next turn. While charmed by the fertility idol, a target is incapacitated. If the charmed target is more than 5 feet away from the idol, the target can take the Dash action on its turn to move toward the idol by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the idol, a target can repeat the saving throw. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this idol's charm for the next 24 hours.

Fury

You and creatures of your choice in the area of a fury idol that miss on a melee weapon attack can use their reaction to repeat the attack against the same target.

Mountain

As a bonus action, you can lift up or lower a 5-foot-cube of earth within the mountain idol's area. Any land raised in this way returns to normal when the idol is destroyed or disappears.

River

The river idol begins spouting clean water like a fountain at a rate of 1 gallon each round to a point of your choice in its area. As a bonus action, you can change the point that the idol spouts water toward.

As an action, you can choose to destroy up to 10 gallons of water in the area of a river idol.

Idol Forms

While "totemist" might evoke a certain image, medicine men and shaman have been part of society since recorded history, all over the world. Their specific customs and practices may differ, but how they interact with the world is similar.

The biggest difference is in the appearance of their idols. Some totemists might have idols which take on animal forms, named after those creatures native to the totemist's homeland. They might appear as people of folklore of the totemist's culture, great men and women of legend. They might appear as gods of the totemist's religion, based on those beings the totemist considers sacred.

Idols may also be stylized, or very plain. Some idols are simple wooden carvings, barely resembling the thing it is meant to represent. Others are summoned with fine features and intricate details, which if examined reveal their carved features, despite the fact that they spring into existence, fully formed.

Storm

When you summon the storm idol, choose a type of damage: acid, cold, fire, lightning, poison, or thunder. The idol activates at the beginning of your turn, at which time each creature of your choice in the area must make a Constitution saving throw. On a failed save, a creature takes 1d4 damage of the damage type you chose. On a success, a creature is unaffected.

The idol's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Trickster

The trickster idol absorbs damage intended for your allies. Any time nonmagical damage is dealt to a creature in the area, you can use your reaction to transfer the damage from the target to the idol instead.

3RD LEVEL

DECEPTION

Prerequisite: 3rd level

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube at a spot you choose within range of the deception idol. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

As a bonus action, you can cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image.

For example, if you creature an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be false, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your magic save DC. If a creature discerns this illusion for what it is, the creature can see through the image.

ORDER

Prerequisite: 3rd level

Whenever a magical effect or spell would hit any point in the area of the order idol, it instead redirects the effect to itself. If the point of origin of a cube, cylinder, or sphere is located within the idol's area, the effect is instead centered on the idol. If the point of origin of a cone is located within the idol's area, the cone is pointed toward the idol. If the area of a line effect would overlap with the area of an order idol, the line is pointed toward the idol. If the effect is initiated from a creature, the creature can make a Charisma saving throw to negate the order idol.

SWIFTNESS

Prerequisite: 3rd level

You and creatures of your choice that begin their turn within range of the swiftness idol have their speed increased by 10 feet and their jump distance tripled until the beginning of their next turn.

WAR

Prerequisite: 3rd level

When you summon the war idol, choose a type of damage: acid, cold, fire, lightning, poison, or thunder. Once per turn, you and any ally in the area of the idol can deal an extra 1d6 damage of the chosen type on a successful weapon attack it makes.

5TH LEVEL

FLORA

Prerequisite: 5th level

The area of the nature idol is considered difficult terrain for any creature you choose which moves within its area, as plants and vines attempt to grab creatures moving through it.

As a bonus action, you can target all creatures of your choice in the area. Each target must succeed on a Strength saving throw or be restrained by grasping vines. A creature restrained in this way can use its action to make a Strength check against your magic save DC. On a success, it frees itself.

HUNT

Prerequisite: 5th level

When you summon the hunt idol, choose an ability. You and all allies in the area have advantage on saving throws of that ability.

WHISPERER

Prerequisite: 5th level

As a bonus action, you can attempt to calm beasts within the area of the whisperer idol. Each beast of your choice in the area which can see the idol must succeed on a Wisdom saving throw or be charmed by the idol for its duration. If a beast's Intelligence is 4 or higher, the idol fails to affect it. If you or one of your allies harms a target, the idol no longer affects it.



7TH LEVEL

HEARTH

Prerequisite: 7th level

The hearth idol has an invisible entrance to an extradimensional space. The extradimensional space can be reached by moving into the idol. The space can hold as many as eight Medium or smaller creatures. You can open or close the entrance as a bonus action on your turn.

Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it. Anything inside the extradimensional space drops out when the idol is destroyed or disappears.

As long as there is a creature inside a hearth idol, it persists for 1 hour before disappearing.

You and creatures of your choice in the area of a hearth idol that are reduced to 0 hit points are automatically stabilized.

STAR

Prerequisite: 7th level

Invisible creatures and objects in the area of the star idol are made visible, and creatures in the Ethereal Plane appear ghostly and translucent.

WIND

Prerequisite: 7th level

Strong wind begins blasting in the area of the wind idol in a direction of your choice. Wind can blow outward from the idol, inward towards the idol, or can circle around the idol clockwise or counterclockwise in its area. Each creature that starts its turn in the area must succeed on a Strength saving throw or be pushed 15 feet in the direction the wind is blowing.

Any creature in the area must spend 2 feet of movement for every 1 foot it moves when moving against the direction of the wind.

The wind disperses cloud or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action, you can change the direction in which the wind blows.

9TH LEVEL

MOON

Prerequisite: 9th level

The area of the moon idol fills with a heavy cloud of fog. This fog is invisible to you and creatures of your choice in the area. The area is heavily obscured for all other creatures. If the fog is dispersed by wind or any other effect, you can fill the area again as a bonus action.

MOTHER

Prerequisite: 9th level

When you summon the mother idol, choose a type of damage: acid, cold, fire, lightning, poison, or thunder. You and all allies in the area have resistance to that type of damage.

SKY

Prerequisite: 9th level

As a bonus action, you can teleport yourself and a number of willing creatures in the area of the sky idol equal to your Charisma modifier to any other unoccupied spaces in the area.

11TH LEVEL

ECHO

Prerequisite: 11th level

Skeletons and corpses of creatures in range of the echo idol are granted a semblance of life, allowing it to answer questions you pose. The skeleton or corpse must still have a mouth and can't be undead. The idol fails to grant the corpse life if it was in the area of an echo idol within the last 10 days.

Until the idol is destroyed or disappears, each corpse in the area can be asked no more than three questions, either by you or your allies.

LIGHTNING

Prerequisite: 11th level

As an action, you can choose a point you can see within range of the lightning idol. A bolt of lightning flashes from the idol to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the idol ends, you can use an action to create lightning in this way again, targeting the same point or a different one.

If the idol is placed outdoors in stormy conditions when it is summoned, the idol's lightning damage increases by 1d10.

In addition, any natural lightning which would strike the area of the lightning idol is automatically centered on the idol, which takes no damage from the lightning.

TERROR

Prerequisite: 11th level

As a bonus action, you can force all creatures of your choice in the area of the terror idol to succeed on a Wisdom saving throw or drop whatever they are holding, becoming frightened of the idol.

While frightened by this idol, a creature must take the Dash action and move away from it by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location which is not in the area of the idol, the creature can make a Wisdom saving throw. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the terror idol for the next 24 hours.



13TH LEVEL

NATURE

Prerequisite: 13th level

Fey creatures appear in unoccupied spaces that you can see within range of the nature idol. Choose one of the following options for what appears:

- One fey creature of challenge rating 2 or lower
- Two fey creatures of challenge rating 1 or lower
- Four fey creatures of challenge rating 1/2 or lower
- Eight fey creatures of challenge rating 1/4 or lower

A summoned creature disappears when it drops to 0 hit points or when the idol is destroyed or disappears.

The summoned creatures are friendly to you and your companions. The summoned creatures act on your initiative as a group, and have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

Creatures summoned by the nature idol will refuse to leave its area. If a summoned creature begins its turn outside of the area for any reason, it must return to the area of the idol by the most direct route possible.

Your DM has the creatures' statistics.

SQUALL

Prerequisite: 13th level

The area of the squall idol is considered difficult terrain for any creature you choose which moves within its area, as the temperature plunges towards freezing.

As a bonus action, you can blast creatures of your choice in the area with a biting cold. All targets must succeed on a Constitution saving throw. On a failed save, a creature takes 4d4 cold damage and its speed is reduced by 20 feet until the start of your next turn. On a successful save, a creature takes half as much damage and its speed is not reduced.

SUN

Prerequisite: 13th level

When you summon the sun idol, a spherical wall of fire with a radius equal to the area of the idol springs to life. The flames are 1 foot thick. The wall is opaque and lasts for the duration. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. A creature that ends its turn within 5 feet of the wall takes 5d8 fire damage. A creature takes the same damage when it enters the wall.

15TH LEVEL

PLAGUE

Prerequisite: 15th level

The area of the plague idol fills with swarming, biting locusts which spread around corners. The area is lightly obscured, and is difficult terrain.

When the idol appears, each creature of your choice in it must make a Constitution saving throw. A creature takes 5d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the idol's area for the first time on a turn or ends its turn there.

TRAVEL

Prerequisite: 15th level

The travel idol creates a magical link between itself and a Large or larger inanimate plant within 1 mile. You must have seen or touched the destination plant at least once before. While the idol lasts, any creature can step into the idol and exit from the destination plant by using 5 feet of movement.

LEGAL

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CREDITS & THANKS

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COVER IMAGE

Once again, [Ctreuse109](#) deserves all of the credit for the incredible cover photo!

THE HOMEBREWERY

A huge thanks has to go out to [stolksdorf](#) and [The Homebrewery](#) website, which made the creation of this piece possible in the first place! It's a fantastic resource, and there's nothing better for coming up with your own custom DnD content.

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DMs GUILD

If you liked this, please think about [supporting my other work on the DMs Guild](#)! I'm also always open to suggestions, so if you have an idea for something you'd like to see represented in D&D that isn't currently in the game, drop me a line and let me know, and I may make it my next project!